



WOLFRIK GRAYHAND

Human Paladin • Level: 1

TRAITS



STR +2

DEX +1

CON +0

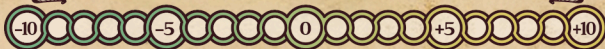
INT -1

WIS -1

CHA -1



VIRTUE



ABILITIES

- INTIMIDATING** Add +2 to all rolls to threaten and intimidate.
- ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
- SURVIVALIST** Add +2 to all rolls to survive while traveling.
- DIVINE SMITE** Once per Page: add d4 to single Damage roll.
- HEALING PRAYER** Once per Rest: restore d4 Health.

HP 12

DEF 14

ATK +3

DMG D10

WEAPON:
Long Sword

GOLD:

EQUIPMENT & LOOT:

WOLFRIK GRAYHAND

Human Paladin • Level: 2

TRAITS

STR  DEX  CON 

INT  WIS  CHA 

VIRTUE



ABILITIES

-  **INTIMIDATING** Add +2 to all rolls to threaten and intimidate.
-  **ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
-  **SURVIVALIST** Add +2 to all rolls to survive while traveling.
-  **DIVINE SMITE**  Once per Page: add d4 to single Damage roll.
-  **HEALING PRAYER**  Once per Rest: restore d4 Health.
-  **HOLY STRIKE**  Once per Page: add d4 to single Attack roll.



HP  16

DEF  15

ATK  +3

DMG  D12

WEAPON:
Long Sword

GOLD:

EQUIPMENT & LOOT:

 Bonus 



WOLFRIK GRAYHAND

Human Paladin ♦ Level: 3

TRAITS

Stat icons arranged in two rows: STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma). Each icon is enclosed in a decorative frame with a diamond symbol below it.

VIRTUE



ABILITIES

- INTIMIDATING** Add +2 to all rolls to threaten and intimidate.
- ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
- SURVIVALIST** Add +2 to all rolls to survive while traveling.
- DIVINE SMITE** Once per Page: add d4 to single Damage roll.
- HEALING PRAYER** Once per Rest: restore d4 Health.
- HOLY STRIKE** Once per Page: add d4 to single Attack roll.
- PRAY FOR FAVOR** Twice per Rest: add +4 to any die roll.

HP 21

DEF 15

ATK +4

DMG 2D8

WEAPON:
Long Sword

GOLD:

EQUIPMENT & LOOT:



Bonus



WOLFRIK GRAYHAND

Human Paladin • Level: 4

TRAITS



STR



DEX



CON



INT



WIS



CHA



VIRTUE



-10

-5

0

+5

+10

ABILITIES

HP 25

DEF 16

ATK +5

DMG 2d10

WEAPON:
Long Sword

INTIMIDATING

Add +2 to all rolls to threaten and intimidate.

ATHLETE

Add +2 to all rolls to overcome physical and athletic hurdles.

SURVIVALIST

Add +2 to all rolls to survive while traveling.

DIVINE SMITE

Once per Page: add d4 to single Damage roll.

HEALING PRAYER

Once per Rest: restore d4 Health.

HOLY STRIKE

Once per Page: add d4 to single Attack roll.

PRAY FOR FAVOR

Twice per Rest: add +4 to any die roll.

FINAL JUDGEMENT

Whenever your Attack roll is 20 or more, double the Damage.

GOLD:

EQUIPMENT & LOOT:

Bonus



WOLFRIK GRAYHAND

Human Paladin ♦ Level: 5

TRAITS

STR DEX CON
INT WIS CHA

VIRTUE



ABILITIES

- INTIMIDATING** Add +2 to all rolls to threaten and intimidate.
- ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
- SURVIVALIST** Add +2 to all rolls to survive while traveling.
- DIVINE SMITE** ♦ Once per Page: add d4 to single Damage roll.
- HEALING PRAYER** ♦ Once per Rest: restore d4 Health.
- HOLY STRIKE** ♦ Once per Page: add d4 to single Attack roll.
- PRAY FOR FAVOR** ♦ ♦ Twice per Rest: add +4 to any die roll.
- FINAL JUDGEMENT** Whenever your Attack roll is 20 or more, double the Damage.
- EXTRA ATTACK** ♦ Once per Page: Make an extra Attack and Damage roll.
- DIVINE INTERVENTION** ♦ Once per Rest: If your health drops to zero, restore it to 25% of your max health, rounded up.

HP 30
DEF 16
ATK +6
DMG 2d12

WEAPON:
Long Sword

GOLD:

EQUIPMENT & LOOT:

Bonus



WOLFRIK GRAYHAND

Human Paladin • Level: 6

TRAITS



VIRTUE



ABILITIES

- INTIMIDATING** Add +2 to all rolls to threaten and intimidate.
- ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
- SURVIVALIST** Add +2 to all rolls to survive while traveling.
- DIVINE SMITE** Once per Page: add d4 to single Damage roll.
- HEALING PRAYER** Once per Rest: restore d4 Health.
- HOLY STRIKE** Once per Page: add d4 to single Attack roll.
- PRAY FOR FAVOR** Twice per Rest: add +4 to any die roll.
- FINAL JUDGEMENT** Whenever your Attack roll is 20 or more, double the Damage.
- EXTRA ATTACK** Once per Page: Make an extra Attack and Damage roll.
- DIVINE INTERVENTION** Once per Rest: If your health drops to zero, restore it to 25% of your max health, rounded up.
- GOD'S BLESSING** Once per Rest: Reroll any die roll and take the new result.

HP 34

DEF 16

ATK +7

DMG 3d10

WEAPON:
Long Sword

GOLD:

EQUIPMENT & LOOT:

Bonus